



Richard Garriott ✓
@RichardGarriott



I stopped programming as we moved from assembly on Apple to C on PC. Which was Ultima V or VI. I needed to design.

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 **Koalaman** @Koalaman108 · 17 may. 2016
@RichardGarriott what was the last ultima you personally programmed?

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En respuesta a [@RichardGarriott](#)
and if was a good choice! The Ultima games were so formatively impactful for me. Especially 6 and onward.



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En respuesta a [@RichardGarriott](#)
And, you know, debugging is a pain 🤪



1



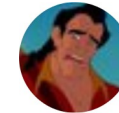
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Richard Garriott ✓
@RichardGarriott

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